

What is Service Orientation in Cloud Computing?

 **Service Orientation is the main idea behind how cloud systems are built and work.**

◆ **What is a "Service" in this context?**

A **service** is a small part of software that:

- Can do a specific job (like sending an email, checking a bank balance, etc.)
- Can work **independently** (it doesn't depend too much on other parts)
- Can be used again and again (reusable)
- Can work on **any system or language** (Java, Python, etc.)
- Can run **anywhere** (no need to know the location)

 **Example:** Think of an **online weather service** – any app (mobile or web) can use it to show the weather.

◆ **Service-Oriented Architecture (SOA)**

SOA is a **way to organize software** by putting all the useful services together.

- Each service does one job.
- All services are connected over a **network**.
- They are available to **users or apps** through **standard interfaces** (like APIs).

 **Example:** An **e-commerce site** uses:

- One service for payments,
- One for showing product info,
- One for tracking delivery.

All these work together under SOA.

◆ **Two important concepts in Service-Oriented Computing:**

1. **Quality of Service (QoS):**

- How well the service performs (speed, reliability, uptime).

2. **Software as a Service (SaaS):**

- Apps that are available over the internet, like Gmail, Zoom, or Google Docs.
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◆ **Web Services (WS)**

Web Services are a type of **service** that lives on the internet and is:

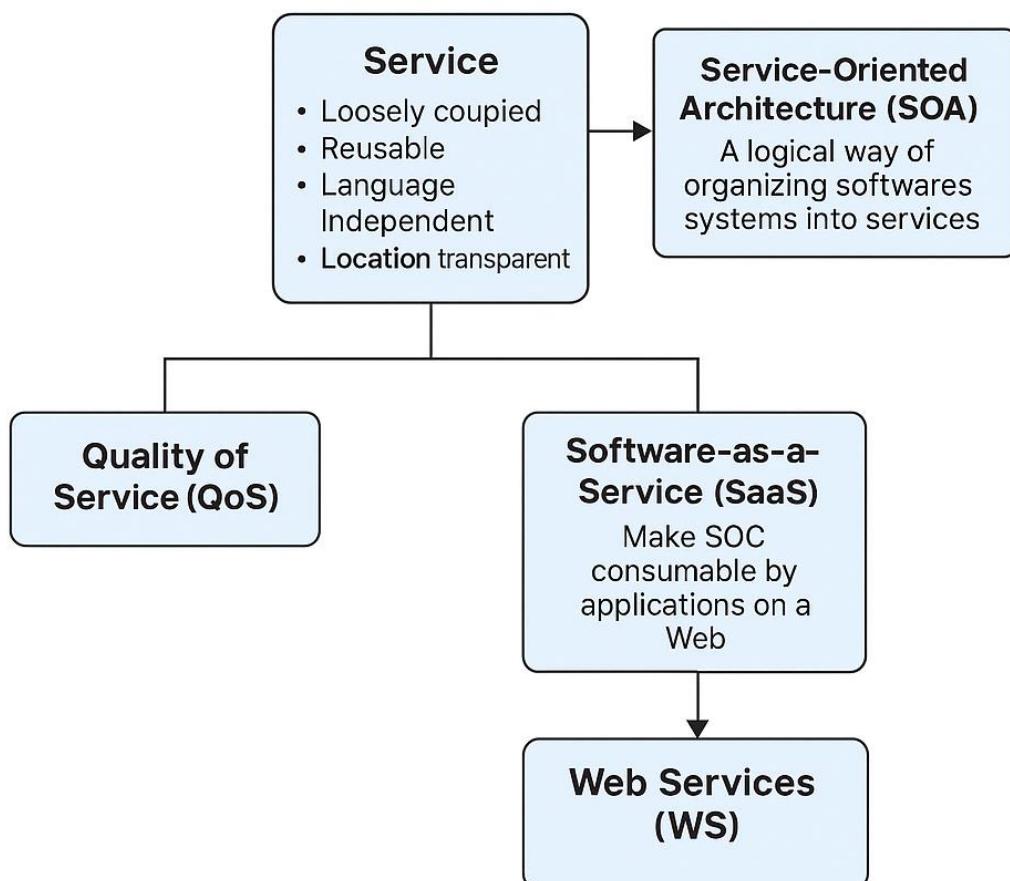
- **Used by other apps**, not directly by people.
- Makes **Service-Oriented Computing** work on the **web**.

👉 **Example:** A **payment gateway service** (like Razorpay) used by many apps/websites to handle online payments.

✓ **Summary in One Line:**

Service Orientation helps cloud systems work by using small, reusable, language-independent services that talk to each other over a network — this makes everything flexible, scalable, and easier to manage.

Service Orientation in Cloud Computing



Web Services (as per W3C)

◆ What are Web Services?

- Web services are **small pieces of software** on the internet that help **apps talk to each other**.
- They let different software programs **send and receive data** even if they are built in different languages (like Java, Python, .NET, etc.).

 **Example:** A **weather app** uses a web service to get live weather updates from another server.

Key Components of Web Services

1. SOAP (Simple Object Access Protocol)

What is it?

- It is a **protocol** (set of rules) used to **send and receive messages** between systems.
- These messages are written in **XML** format (a structured way to send data).

Simple Explanation:

SOAP is like a **digital postman** that delivers XML messages between two software applications over the internet.

2. WSDL (Web Service Description Language)

What is it?

- WSDL is an **XML file** that tells what a web service can do and **how to use it**.

Simple Explanation:

WSDL is like a **user manual** or instruction guide for a web service — it explains **what functions are available** and **how to call them**.

3. UDDI (Universal Description, Discovery, and Integration)

What is it?

- UDDI is like a **search engine for web services**.
- Companies can **register their web services**, and others can **search and find them**.

Simple Explanation:

UDDI is like an **online phone book** for web services. If you need a payment service, you search UDDI and find one.
It communicates using SOAP.

Summary Table

Term	Stands For	Simple Meaning
SOAP	Simple Object Access Protocol	A messenger that carries data in XML format
WSDL	Web Service Description Language	A guide that describes what a web service does
UDDI	Universal Description Discovery & Integration	A directory to find available web services

How Web Services Work Together (Simplified Explanation)

The diagram shows **three main roles** in a web service system:

◆ 1. Service Provider

- This is the **server** that **offers the service** (like a weather API).
 - It describes its service using **WSDL** (Web Service Description Language).
 - Publishes service details to **UDDI** (the service directory).
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◆ 2. Service Requester (Client)

- This is the **user or application** that needs the service (e.g., a weather app).
 - It **searches the UDDI directory** to find a suitable service.
 - Once it finds the WSDL, it **knows how to use the service**.
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◆ 3. Service Broker (UDDI)

- Works like a **directory or search engine**.
 - Helps the service requester **discover** available services.
 - Provides the **WSDL** to the requester so it can understand and use the service.
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How it works: Step-by-step Flow

1. **Service Provider** registers its service details (WSDL) with the **Service Broker (UDDI)**.
 2. **Service Requester** contacts the **UDDI** to find a needed service.
 3. UDDI gives the **WSDL** to the requester.
 4. Requester uses the information in WSDL to call the service using **SOAP**.
 5. The **SOAP message** is sent to the provider, which **executes the request** (like fetching weather data) and sends a response.
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Technologies Used

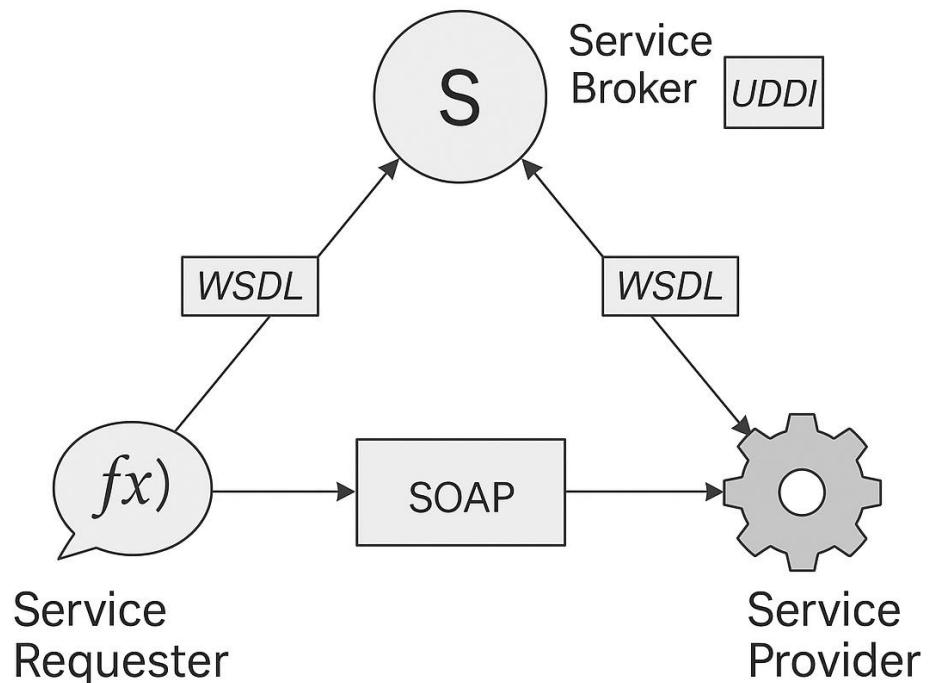
Component Purpose

SOAP Sends the actual data between systems

WSDL Explains how to use the service

UDDI Helps discover the service

How Web Services Work Together



Utility Computing

Simple Definition:

Utility computing means you **rent computing services** like storage, CPU, or software — just like you pay for **electricity or water**.

Simple Explanation:

- You don't buy servers or computers.
- Instead, you **use someone else's computer resources** via the internet.
- You **pay only for what you use** (like mobile data or electricity).

Example:

- You store your files in **Google Drive** instead of buying a hard disk.
 - You run your website on **AWS (Amazon Web Services)** without buying your own server.
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Grid Computing

Simple Definition:

Grid computing means **connecting many computers together** to form a **powerful virtual computer** to work on big problems.

Simple Explanation:

- Imagine 100 computers all working together to solve one big problem.
- It's like a **team of computers** helping each other.
- Used for **scientific tasks** that need lots of processing power.

Example:

- Used in **climate modeling** (predicting weather changes),
 - **Drug discovery**,
 - **DNA/protein analysis** in medicine and biology.
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Comparison Table

Feature	Utility Computing	Grid Computing
💡 Concept	Rent computing as a service	Connect many computers to work together
💰 Payment Model	Pay as you use (like a utility)	Usually free in research settings
🧠 Usage	General computing needs	Heavy-duty science/engineering tasks
🌐 Location	Provided over internet by cloud	Distributed across different places
💻 Example Provider	AWS, Azure, Google Cloud	TeraGrid, EGEE

✓ In Short:

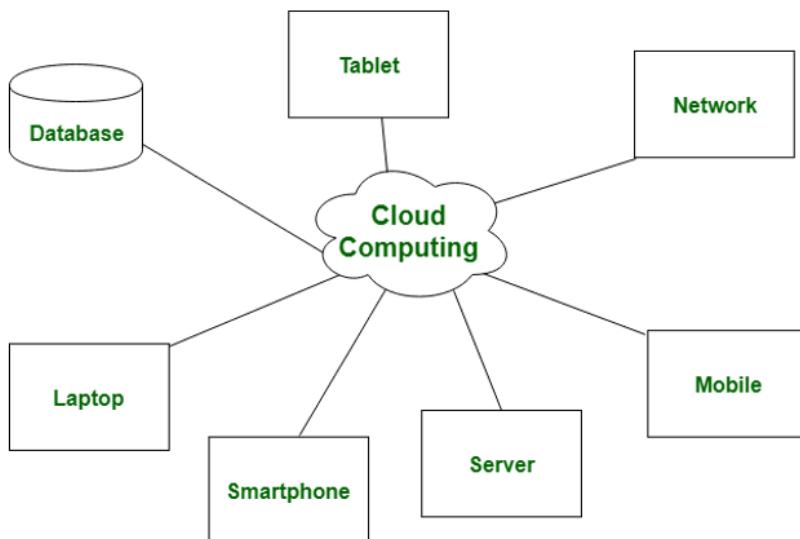
Utility Computing = Renting computing like electricity (simple, on-demand).

Grid Computing = Teamwork of many computers solving big scientific problems.

	Cloud Computing	Grid Computing
1.	Cloud computing is a Client-server computing architecture.	While it is a Distributed computing architecture.
2.	Cloud computing is a centralized executive.	While <u>grid computing</u> is a decentralized executive.
3.	In cloud computing, resources are used in centralized pattern.	While in grid computing, resources are used in collaborative pattern.
4.	It is more flexible than grid computing.	While it is less flexible than cloud computing.
5.	In cloud computing, the users pay for the use.	While in grid computing, the users do not pay for use.
6.	Cloud computing is a high accessible service.	While grid computing is a low accessible service.
7.	It is highly scalable as compared to grid computing.	While grid computing is low scalable in comparison to cloud computing.
8.	It can be accessed through standard web protocols.	While it is accessible through grid middleware.
9.	Cloud computing is based on service-oriented.	Grid computing is based on application-oriented.
10.	Cloud computing uses service like <u>IaaS</u> , PAAS, SAAS.	Grid computing uses service like <u>distributed computing</u> , <u>distributed pervasive</u> , distributed information.

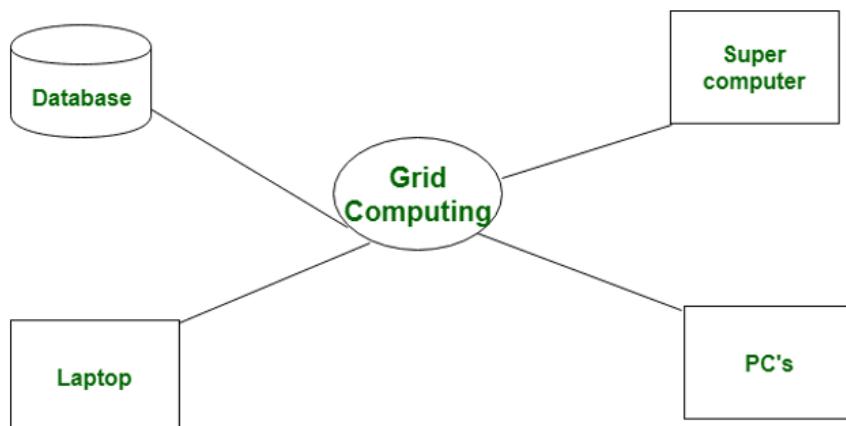
Cloud Computing:

Cloud Computing is a Client-server computing architecture. In cloud computing, resources are used in centralized pattern and cloud computing is a high accessible service. It is a pay and use business means, in cloud computing, the users pay for the use



Grid Computing:

Grid Computing is a Distributed computing architecture. In grid computing, resources are used in collaborative pattern, and also in grid computing, the users do not pay for use.



1. Cloud Computing

◆ Definition:

Cloud computing is a way of using **computers, storage, and applications over the internet**, without owning the physical hardware.

Simple Explanation:

- You don't need to buy or install anything.
- You just connect to the internet and use services like Google Drive, Zoom, or Microsoft Office Online.
- You pay only for what you use (like electricity).

Key Benefits:

- No high setup costs.
 - Access from anywhere (laptop, mobile, tablet).
 - Easy collaboration with teams.
 - Secure and regularly updated.
 - Less energy and employee costs.
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2. Traditional Computing

◆ Definition:

Traditional computing means using **your own physical computers, servers, and storage devices** within your company or office.

Simple Explanation:

- You have to **buy and maintain** hardware (like servers and data centers).
- Your data and software are stored **on your local machines**.
- You can only access them **from those machines or within the office network**.

Limitations:

- High initial cost for servers and infrastructure.
 - Difficult to access data remotely.
 - Limited flexibility and harder collaboration.
 - You are responsible for backups, security, and updates.
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Comparison Table: Cloud Computing vs Traditional Computing

Feature	 Cloud Computing	 Traditional Computing
Access	Anywhere via internet	Only on specific computers or office networks
Cost	Pay-as-you-use (no upfront cost)	High initial cost (hardware, servers, etc.)
Setup & Maintenance	Done by cloud provider	Managed by in-house IT team
Flexibility	Very flexible and scalable	Limited flexibility
Collaboration	Easy sharing and teamwork (e.g., Google Docs)	Difficult – mostly manual
Security & Updates	Handled by provider (automatic)	Must be done manually by your IT team
Example Services	Google Drive, Dropbox, AWS, Azure	Personal desktops, office servers, local storage

Summary in One Line:

Cloud Computing = Use resources **online**, flexible, pay only for what you use.

Traditional Computing = Use **your own physical hardware**, costly and less flexible.
